
AMSTRAD CPC
The
MICRO
Selection
199
Selection


®1987 Softek International Ltd. ©1986 Cascade Games Ltd. All rights reserved. Unauthorised copying or re-recording, hiring, leasing, lending or selling under any exchange scheme in any manner is prohibited.
SCORE
6750
TIME
28·52
POWER
LIVES
7
CARRYING
ROOM 211
"...help us ...power fading ...unknown force ... please HELP..." - the final message from Space Port Antari. Investigations pointed to an alien power source, able to render inactive all Carbon-based life-forms and their equipment. Your job is to reactivate the station after its years of neglect.
Antari is now infested with strange and dangerous life-forms; fuel rods from the Power Chamber have been scattered around the station and lost in the complex of decks and chambers. Time is limited - radiation will penetrate your craft's skin - it's all up to you!
SCORE
7000
TIME
28·30
POWER
LIVES
7
CARRYING
ROOM 194
You are the Commander of Federation Patrol Craft **Activator**. Using your remote Activator pod, you must enter the multi-chambered complex of Antari, blasting the strange creatures that lurk behind every corner, and locate the missing fuel rods and return them to their proper place. Exploration and mapping will be essential, as well as quick reactions - for even when you've completed your task, you still have to get out before the radiation gets you!
5 012034 700042


AMSTRAD
CPC
activator
The
Selection
MSL2AM


©1987 Softek International Ltd. ©1986 Cascade Games Ltd. All rights reserved. Unauthorised copying or re-recording, hiring, leasing, lending or selling under any exchange scheme in any manner is prohibited.
AMSTRAD CPC
AMSTRAD CPC
"...help us ...power fading ...unknown force ... please HELP..." - the final message from Space Port Antari. Investigations pointed to an alien power source, able to render inactive all Carbon-based life-forms and their equipment. Your job is to reactivate the station after its years of neglect.
Antari is now infested with strange and dangerous life-forms; fuel rods from the Power Chamber have been scattered around the station and lost in the complex of decks and chambers. Time is limited - radiation will penetrate your craft's skin - it's all up to you!
You are the Commander of Federation Patrol Craft **Activator**. Using your remote Activator pod, you must enter the multi-chambered complex of Antari, blasting the strange creatures that lurk behind every corner, and locate the missing fuel rods and return them to their proper place. Exploration and mapping will be essential, as well as quick reactions - for even when you've completed your task, you still have to get out before the radiation gets you!
SCORE
6750
TIME.
28·52
POWER
LIVES
7
CARRYING
ROOM 211
SCORE
7000
TIME.
28·30
POWER
LIVES
7
CARRYING
ROOM 194
5 012034 700042
The MICRO Selection
MSL2AM
199 Selection
The MICRO Selection